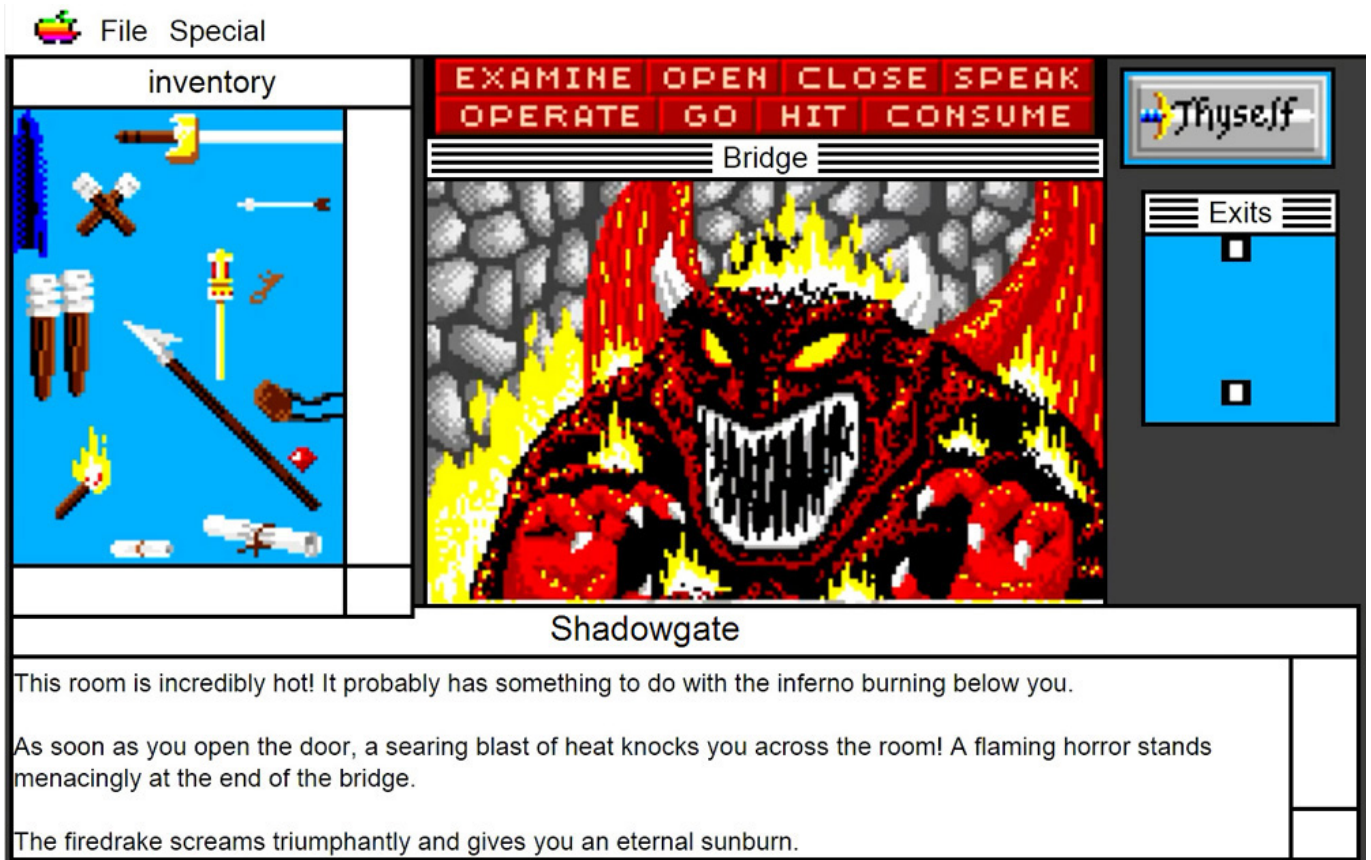


Download Shadowgate: MacVenture Series .rar



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About This Game

The wind whistles shrilly through the halls as you step gingerly over the threshold. You've just entered *Shadowgate*, a once shining fortress, now a dark smoldering ruin. Swallow your fear and take up your torch. In your hands lies the fate of your land... freedom and sunlight, or the dark domination of the Warlock Lord. Only you, the last of an ancient line of kings, can hope to stop the evil one from his dread purpose: the raising of the titan Behemoth and the destruction of all you hold dear.

The original Macintosh AND Apple IIs versions have been restored to their original glory! Come see where the world of first-person fantasy adventures started and experience the classic adventure as it appeared in 1987.

Play the completely updated *Shadowgate (2014)* by clicking here: <http://store.steampowered.com/app/294440/>

Shadowgate: MacVenture Series Key Features

- **Two Original Versions:** You get BOTH the Macintosh and Apple IIs versions, restored to their original glory!
- **First Person Adventuring:** Over 50 game rooms of fantasy adventure.
- **Drag and Drop:** Utilize the classic, groundbreaking windows-based, drag and drop object system.

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- **Puzzles:** Tons of great puzzles.
 - **Customized UI:** Move the UI around to suit your needs and resize the retro graphics to full screen.
 - **Save System:** Save your progress at any time – create as many save points as you wish.

Title: Shadowgate: MacVenture Series

Genre: Adventure, Indie

Developer:

Zojoi

Publisher:


Zojoi

Release Date: 26 Jan, 2015

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English

inventory



↑


↓

←

→

EXAMINE OPEN CLOSE SPEAK
OPERATE GO HIT CONSUME


Alcove



Shadowgate

Thyself



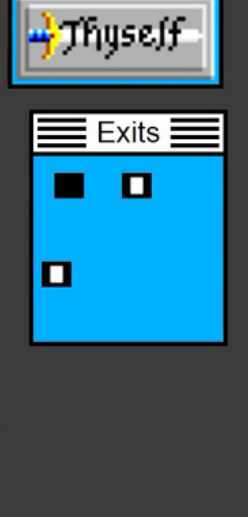
Exits






A stone archway opens into a small chamber. This room is very cold.

The wraith shudders and draws back as the torch approaches him, but is otherwise unaffected.

The torch bursts into flames.

<p>inventory</p> 	<p>EXAMINE OPEN CLOSE SPEAK OPERATE GO HIT CONSUME</p> <p>Bridge room</p> 	<p>Thyself</p> <p>Exits</p> 
<p>Shadowgate</p>		
<p>The ledge wasn't strong enough to hold you. You fall to the ground and land hard on your rump.</p> <p>The crystal sphere has shattered into a million pieces.</p> <p>You stand at the edge of a deep, perilous chasm. From the darkness below arise the hideous screams of the undead.</p>		

<p>inventory</p> 	<p>Click to Continue</p> <p>Thou Art Dead!</p> 	<p>Thyself</p> <p>Exits</p> 
<p>Shadowgate</p>		
<p>The stone rises slowly out of the floor.</p> <p>The stone descends back into place.</p> <p>You remove the latch and a mutated dog pounces on you! It looks like the doctor put something strange in the dog's water. The mutation rips you apart.</p>		

The original Shadowgate and the IIgs version. This game is timeless, still every bit as fun and frustrating as it always was! Really fun to go back and play this again after enjoying the 2014 version. If you are a modern gamer who expects fancy things like music, be warned. There are only sound effects. So please don't trash a great old game for no reason. I would recommend buying the package with all the Macventure games if you want some great retro point and clicks.. Remember that feeling when you slammed the floppy into the old commidore and played this game late at night. The feeling of both determination and fear wrapped in your child mind?

That feeling caused me to buy this game, unfotunatly it was just a memory.

Otherwise this game is complete tripe.. Shadowgate really takes me back. I remember spending hours playing and replaying this game, trying to find better and more efficient ways of beating the game. Playing the MacVenture series version of Shadowgate is different from the NES version, though the content seems to be the same. The controls, however are not. Not trying to knock it, it's still a good game, just takes a little getting used to the controls for those of us who grew up playing this on the NES or Gameboy Color. If you enjoy an old school RPG, pick this game up. Of course there is a rebooted version, with more modern graphics; However, I have a soft spot for the original.. Shadowgate is one of those must play classic series. An unforgiving point and click adventure not for the easily frustrated.

10V10, didn't make it past the front door before my torch died and I broke my neck.. This is the worst version of one of history's best Adventure games. With no soundtrack and no indication of when the torch will go out, this version of "Shadowgate" is practically unplayable. Combine these major flaws with the weird Mac OS interface where every UI element is in a separate window (much like The GIMP open source PhotoShop clone), and the game is really just an awful experience.

I love "Shadowgate" but I hate these "MacVenture" ports. Anyone who wants to enjoy the game would be better off with the NES version or the Remastered version available here on Steam.

I jumped into this without knowing anything about it. Yeah I played the Mac games on an emulator and have seen them here and there and finished some on Nintendo, i'm kind of familiar with the games, I was just expecting this Steam release to be a handful of roms and some kind of emulator.

Surprisingly it isn't though.. it's a set of games built from the ground up to resemble the old versions, and it does a remarkable job at it. You've got the old Mac note windows (albeit with new fonts) and all the methods of interaction are the same, including the item management where you can just lose stuff if you don't organize it well. That's refreshing. Everything works the way you'd expect it to and it even comes with a mono and color version for picky types.

That's all great engine wise. Gamewise - you might want to consider that part. First point: these games don't care AT ALL if you ever finish them. You will die in the first room, you often won't know from what or why, and you usually will not get hints on anything. They are all completely unfair by modern standards and you can often make them entirely unwinnable no matter how often you save. Do you like challenge? Are you psychic? You may enjoy these games more than other people. If you don't care so much about that and want to wander around in glorious retro adventures for cheap this stuff will do it for you. If you owned these on a Mac way back.. well you probably already bought this i'm guessing.

Bottom line - surprisingly good port of classic adventure games with massive problems that just aren't for everybody, but at this price you can afford to take a peek.. Having played the NES and subsequent Gameboy Color) versions, I am inclined to dislike this original MAC exclusive version of Shadowgate for two reasons:

1. The original is lacking the NES version's awesome soundtrack.
2. The original's controls are a bit clunky at best. Although by today's standards the NES version's controls would be considered clunky as well.. but it is a form of clunkiness I am very familiar with.

Nevertheless THIS IS A CLASSIC that everyone who enjoys point and click adventures SHOULD DEFINITELY add to their libraries :D. I got this game through the MacVenture Series Collection during the 2016 Summer Sale (I think...) as I played Shadowgate, Uninvited and Deja Vu on my NES a good few years back (fun games) and figured I should get the original Apple versions to go alongside the Kemko ports on the NES - yeah, they're still as enjoyable as I remember on the NES.

This, like the rest of the series, is a point 'n click that's a bit unforgiving. I like just about everything in here - they've got some fairly nice art. (higher-res than the NES, espically on the Mac version) The only gripes I have are minor - first off, the plot is a bit generic (it still works though) and the other is that I miss the NES version with the music which I thought was pretty great, although if you want that you can just look it up and have fun.

I'd say the game is worth picking up if you're interested in some old point 'n clicks, and if you can then pick up the full MacVenture Collection as it's a really nice value for what you get.. Very Very cheap version of Shadowgate and the controls do not work properly. Played this entire game on the old nintendo was fun but this version sux. Was not playable enough to get through the first few rooms. Very bad controls.. This unforgiving game is for hard-boiled adventure fans. I swear a lot and almost smash my screen not because puzzles are so complicate but in every room my eye misses something due to a lack of attention. I lost hours for not paying attention to an irregularity on the wall or something like that. On screen inventory is a good idea but not continued in new verison. Not a point and click adv. but very good in itself. Only downside is lack of nice music from nes version. It came free with new verison. Recommend very higly.. It was amazing to find this adventure again. It was like a time machine, it took me back to 1994, when I was playing it on the Apple Classic of my sister. It was impossible then, and it is impossible now. The adventure is unforgivable and unforgiving. It doesn't help you in any way. You may burn something which is crucial to proceed later on, you may not pick up a crucial object... the game does nothing to help you. And it's as vintage as you can get. Simply great. I recommend it 100%.

By the way, I still haven't beaten the game!!! :--). The torches don't flicker momentarily before going out?! I suppose I could count my actions and light a torch at the appropriate time. CANT SAVE GAME VERY BAD

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